



US 20190371273A1

(19) **United States**

(12) **Patent Application Publication**
Benedetto et al.

(10) **Pub. No.: US 2019/0371273 A1**

(43) **Pub. Date: Dec. 5, 2019**

(54) **CHALLENGE GAME SYSTEM**

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(21) Appl. No.: **15/994,579**

(22) Filed: **May 31, 2018**

Publication Classification

(51) **Int. Cl.**
G09G 5/14 (2006.01)
H04N 13/351 (2006.01)
A63F 13/52 (2006.01)
A63F 13/30 (2006.01)

(52) **U.S. Cl.**

CPC **G09G 5/14** (2013.01); **A63F 13/30**
(2014.09); **A63F 13/52** (2014.09); **H04N**
13/351 (2018.05)

(57)

ABSTRACT

Methods and systems are provided for enabling the creation, game play, and third party view of a head-to-head challenge game played synchronously or asynchronously by a first and second player. In one embodiment, a method includes operations for receiving a request to view the challenge game for obtaining a first and second video associated with a pre-defined segment of a single player game as played by the first and second player. The method further includes operations for executing the challenge game that plays the first video alongside the second video in a spectator interface, for accessing and processing telemetry data of the game play of the predefined segment to generate modified game play metrics, and for replacing game states that were produced when the predefined segment of the game was played with the modified game play metrics. The modified game play metrics are rendered to the spectator interface.

